**Core Java, Quiz-3, Date: 13/09/2018**

**1. consists of a set of separate programs, each invoked from a command line, for developing and** **testing Java programs**

1. identifier

2. Java Development Toolkit

3. postdecrement

4. expression

2. Java Development Toolkit

**2. using the (+) sign to combine strings**

1. concatenate strings

2. scope of a variable

3. operator precedence

4. Conditional Expression ( ? :)

1. concatenate strings

**3. Evaluates an expression based on a condition (pg 103)**

1. Conditional Expression ( ? :)

2. assignment statement

3. scope of a variable

4. compiler

1. Conditional Expression ( ? :)

**4. char**

1. data type

2. name of type

3. runtime error

4. int type

2. name of type

**5. translates source code into machine code**

1. predecrement

2. interpreter

3. util

4. logic error

2. interpreter

**6. a device used to translate assembly-language programs into machine code**

1. variable

2. Assembler

3. predecrement

4. overflow

2. Assembler

**7. +, -, \*, /, %**

1. operands

2. preprocessor

3. long type

4. operators

4. operators

**8. the kind of data stored in each variable**

1. data type

2. nextDouble

3. statement

4. dot pitch

1. data type

**9. Variable**

1. preprocessor

2. identifier

3. directive

4. String

2. identifier

**10. a constant value that appears directly in a program**

1. variable

2. comment

3. input error

4. literal

4. literal

**11. input, process, output - describes simple code**

1. IPO

2. variable

3. input error

4. comment

1. IPO

**12. A library in Java that contains predefined classes and interfaces**

1. Relational Operators (Boolean)

2. Integrated development environment

3. Application Program Interface ( API)

4. widening (of types)

3. Application Program Interface ( API)

**13. the values operated on by a operator**

1. dot pitch

2. operands

3. variable

4. overflow

2. operands

**14. +=, -=, \*\*=, /= and %= (i+= 8 is i = i + 8)**

1. Boolean Expression

2. dangling else ambiguity

3. Augmented assignment operators

4. assignment statement

3. Augmented assignment operators

**15. The part of a program where the variable can be referenced**

1. dot pitch

2. selection statement

3. bytecode verifier

4. scope of a variable

4. scope of a variable

**16. ++ placed before variable. increases variable by one, then uses it in the expression**

1. postincrement

2. predecrement

3. logic error

4. preincrement

4. preincrement

**17. real numbers, decimal places, twice as precise as float**

1. long type

2. dot pitch

3. double type

4. int type

3. double type

**18. Binary digits**

1. directive

2. Block

3. Literal

4. Bit

4. Bit

**19. represents a computation involving values, variables, and operators that, taking them together,** **evaluates to a value**

1. preincrement

2. expression

3. runtime error

4. identifier

2. expression

**20. Occurs when the user inputs a value the program cannot handle**

1. wildcard import

2. overflow

3. input error

4. double type

3. input error

**21. Bool**

1. variable name

2. preincrement

3. name of a type

4. predecrement

1. variable name

**22. Constant value directly in a program that stands for itself**

1. operands

2. compiler

3. Literal

4. overflow

3. Literal

**23. a number in the program that never changes, denoted by "final"**

1. constant

2. compiler

3. input error

4. double type

1. constant

**24. -128 to 127**

1. long type

2. byte type

3. illegal identifier

4. int type

2. byte type

**25. uses a short descriptive word to represent each of the machine-language instructions**

1. Assembler

2. runtime error

3. wildcard import

4. Assembly Language

4. Assembly Language

**26. anything inside of a {xxxxxx}**

1. Block

2. IPO

3. keyword

4. final

1. Block

**27. 4thQtrSales**

1. identifier

2. floating point/pi

3. illegal identifier

4. preprocessor

3. illegal identifier